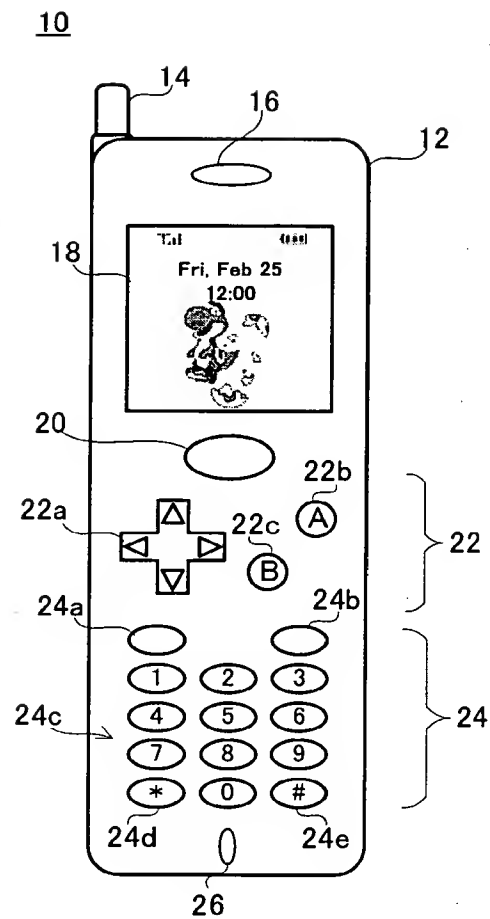


FIG. 1



#5

FIG.2

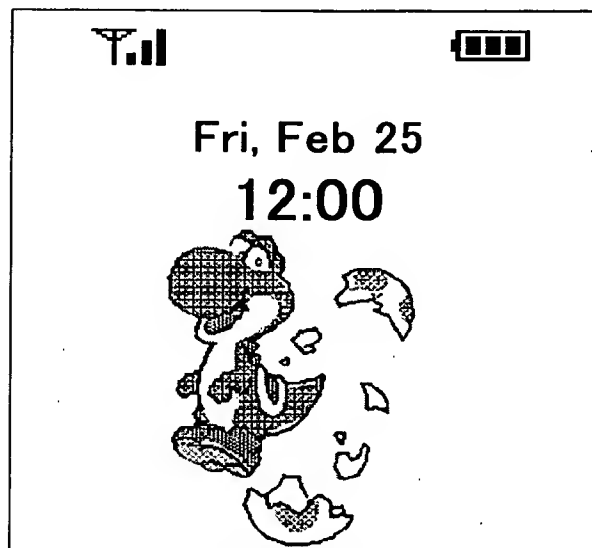


FIG.3

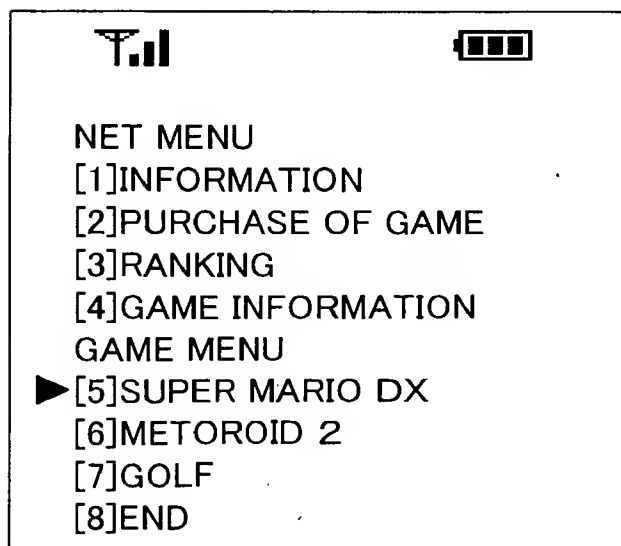
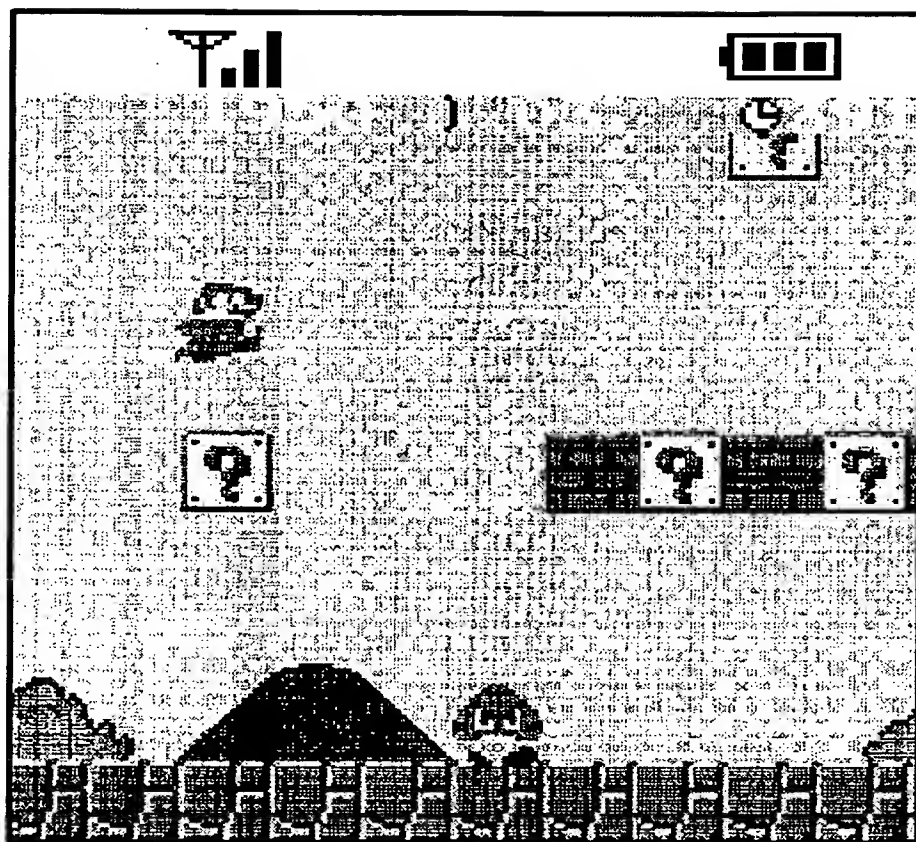


FIG.4



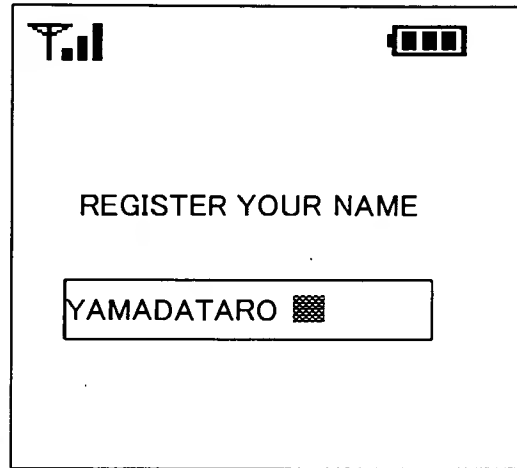
20250" E464660

FIG.5



FIG.6

(A)



(B)

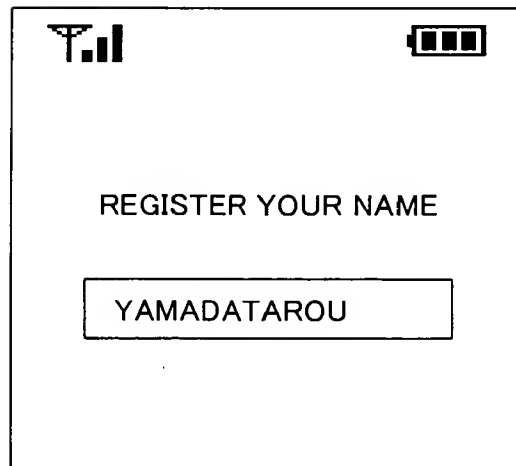


FIG. 7

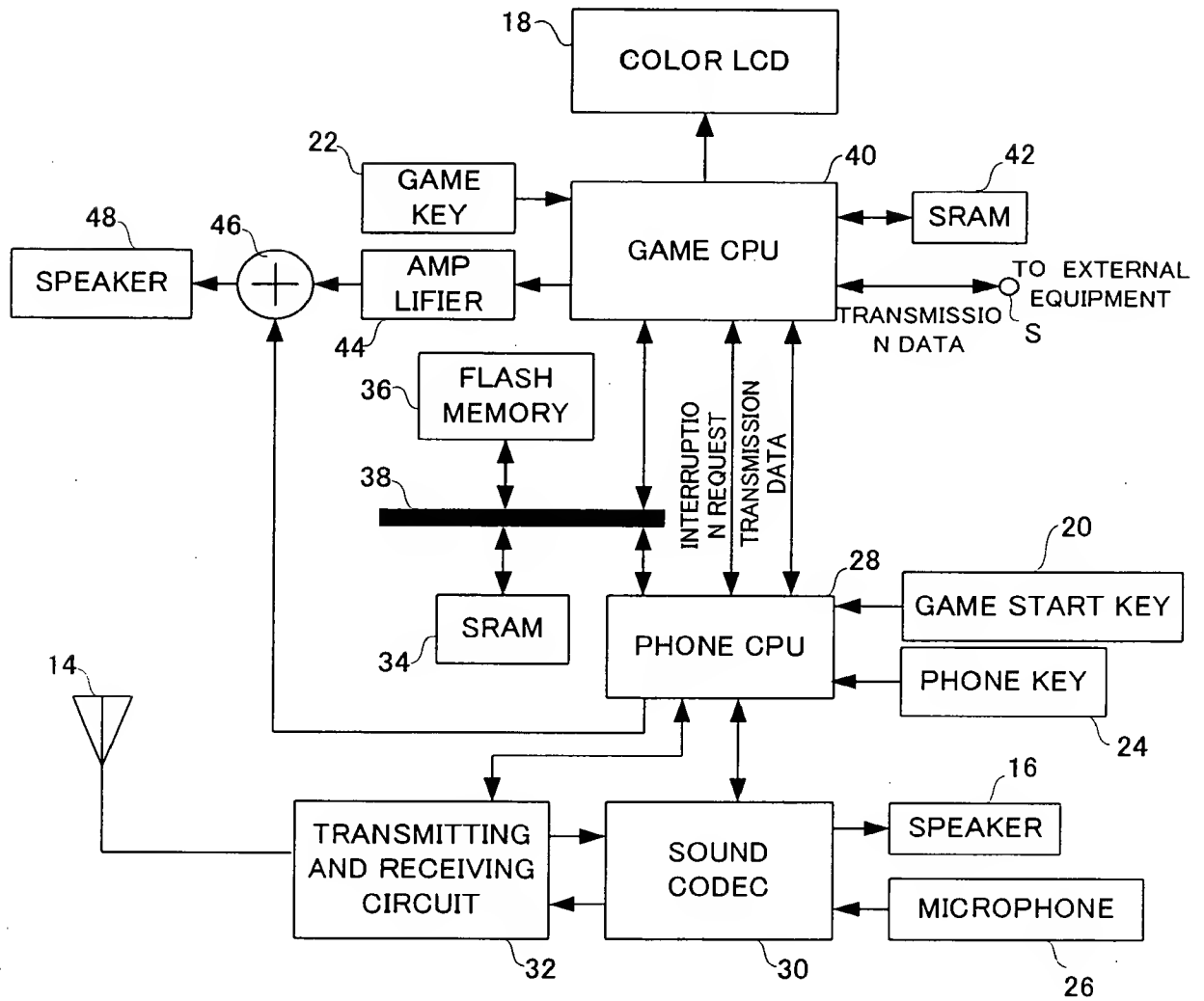


FIG.8

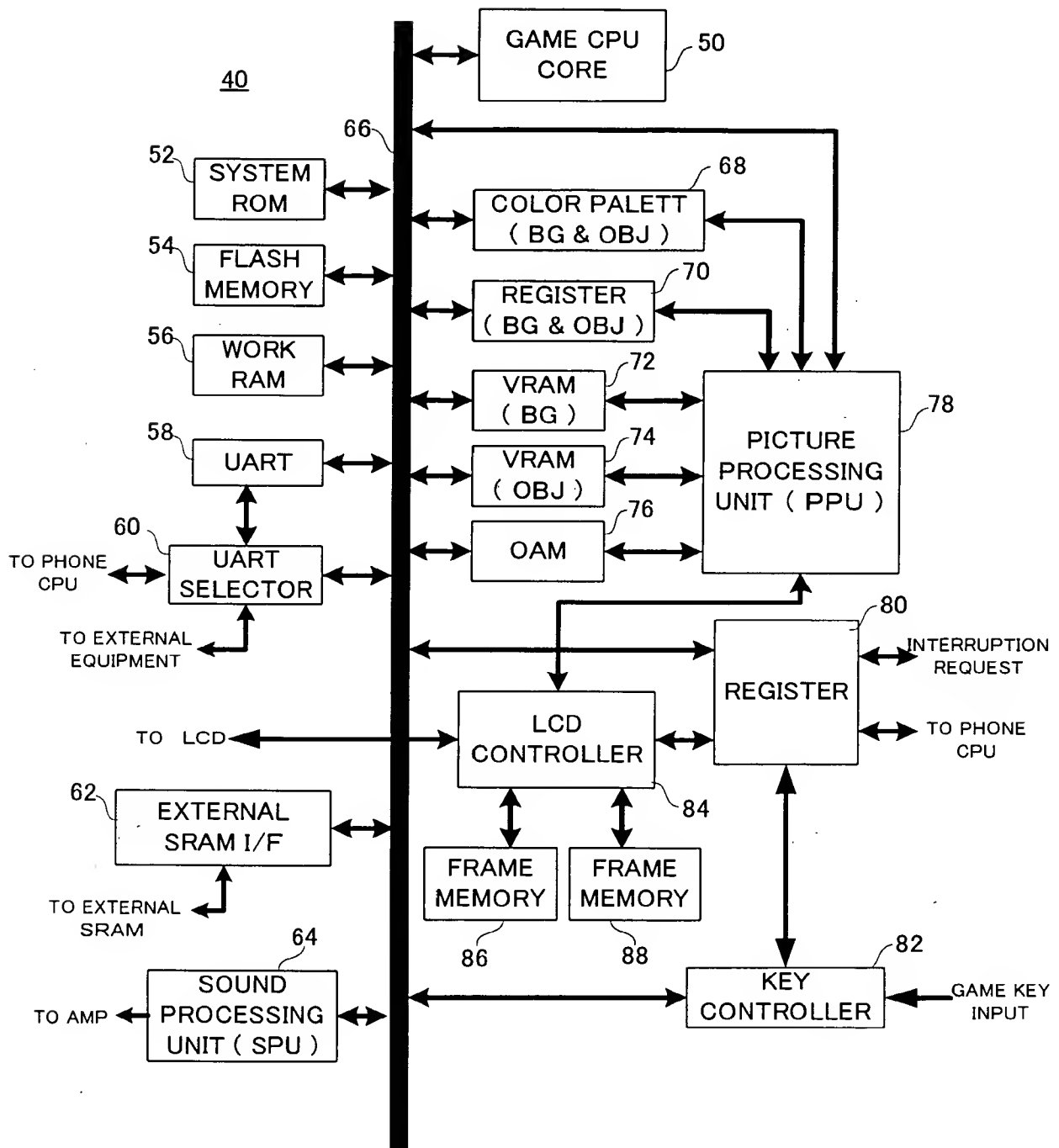


FIG.10

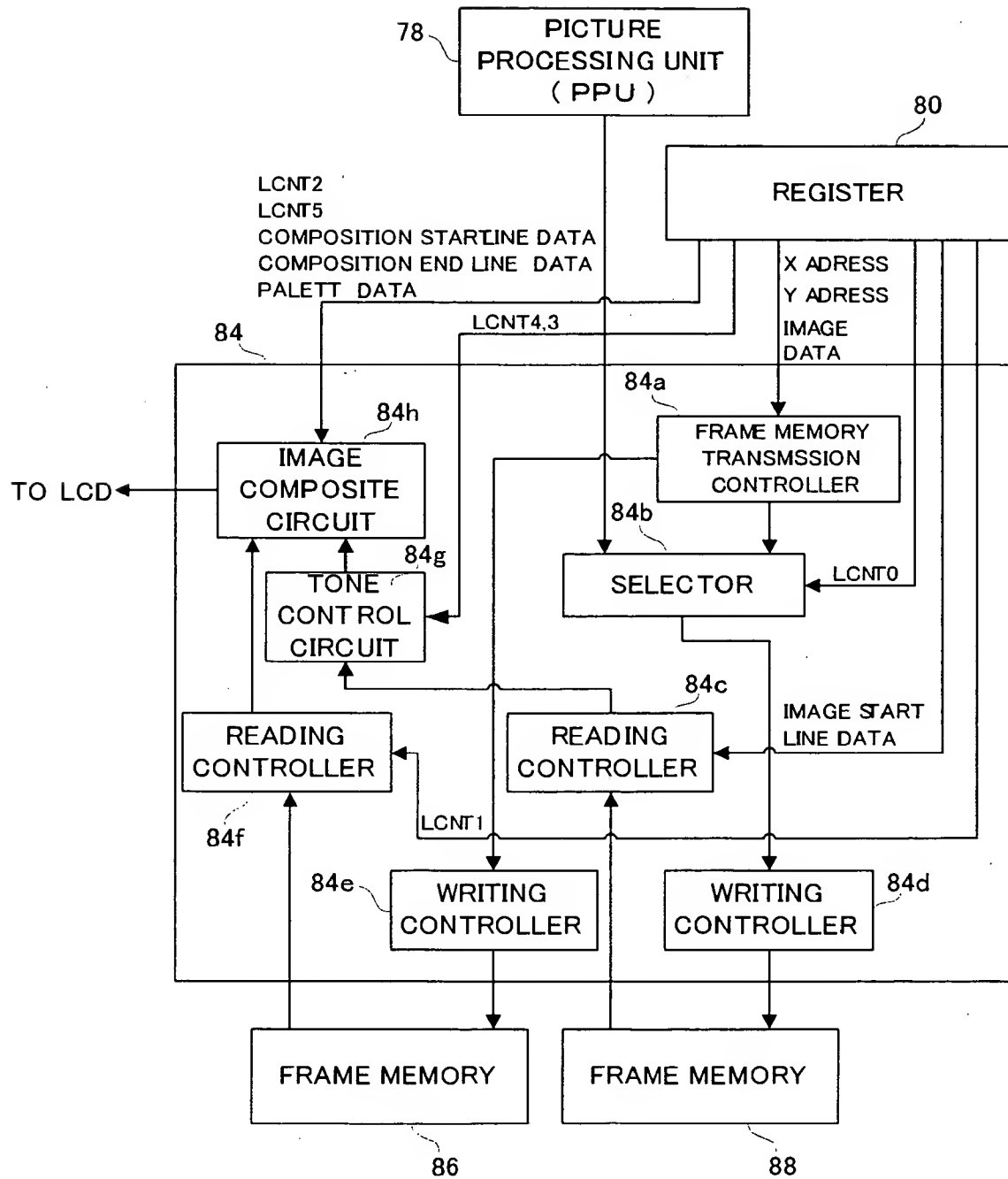


FIG.11

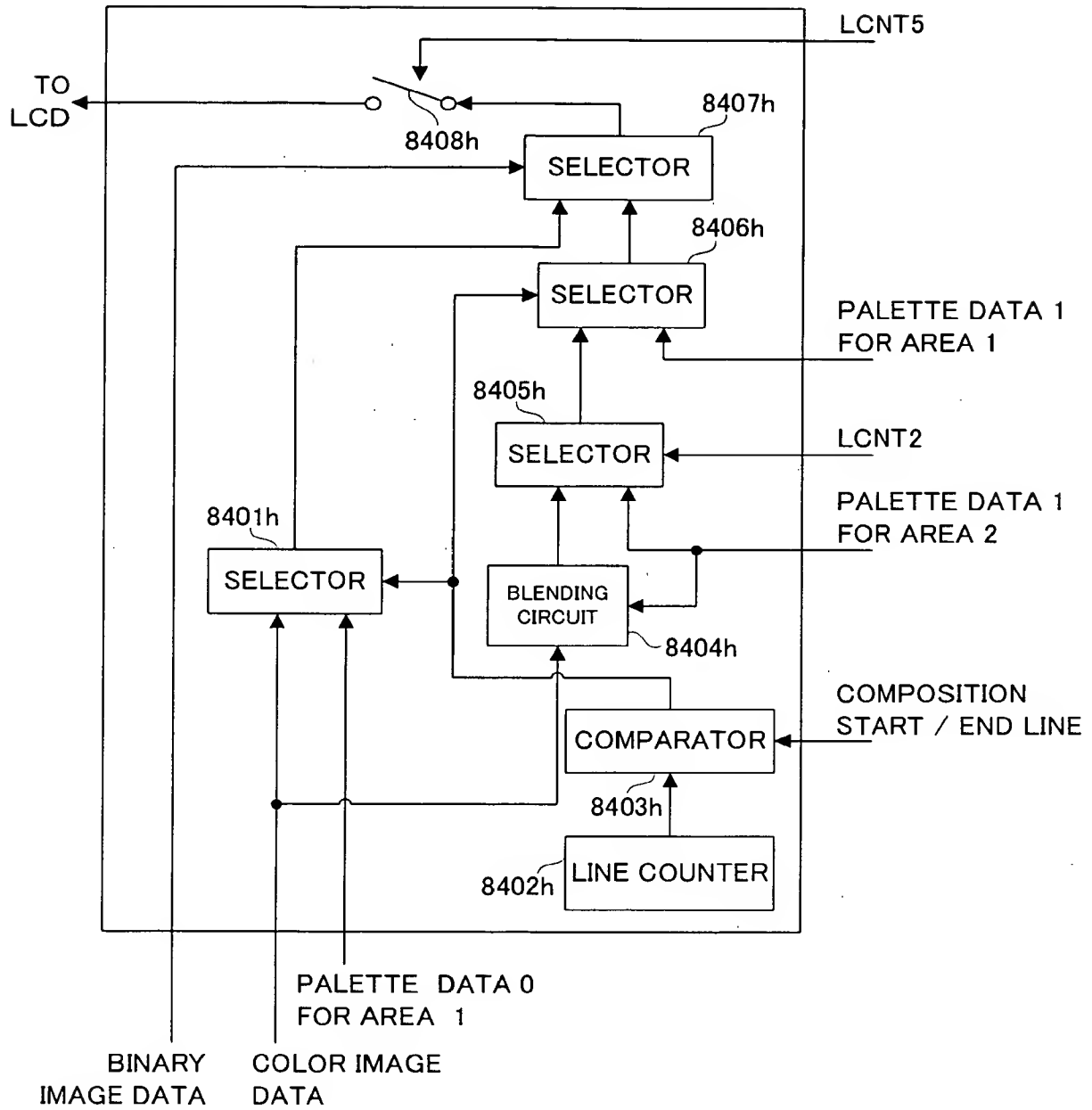


FIG.12

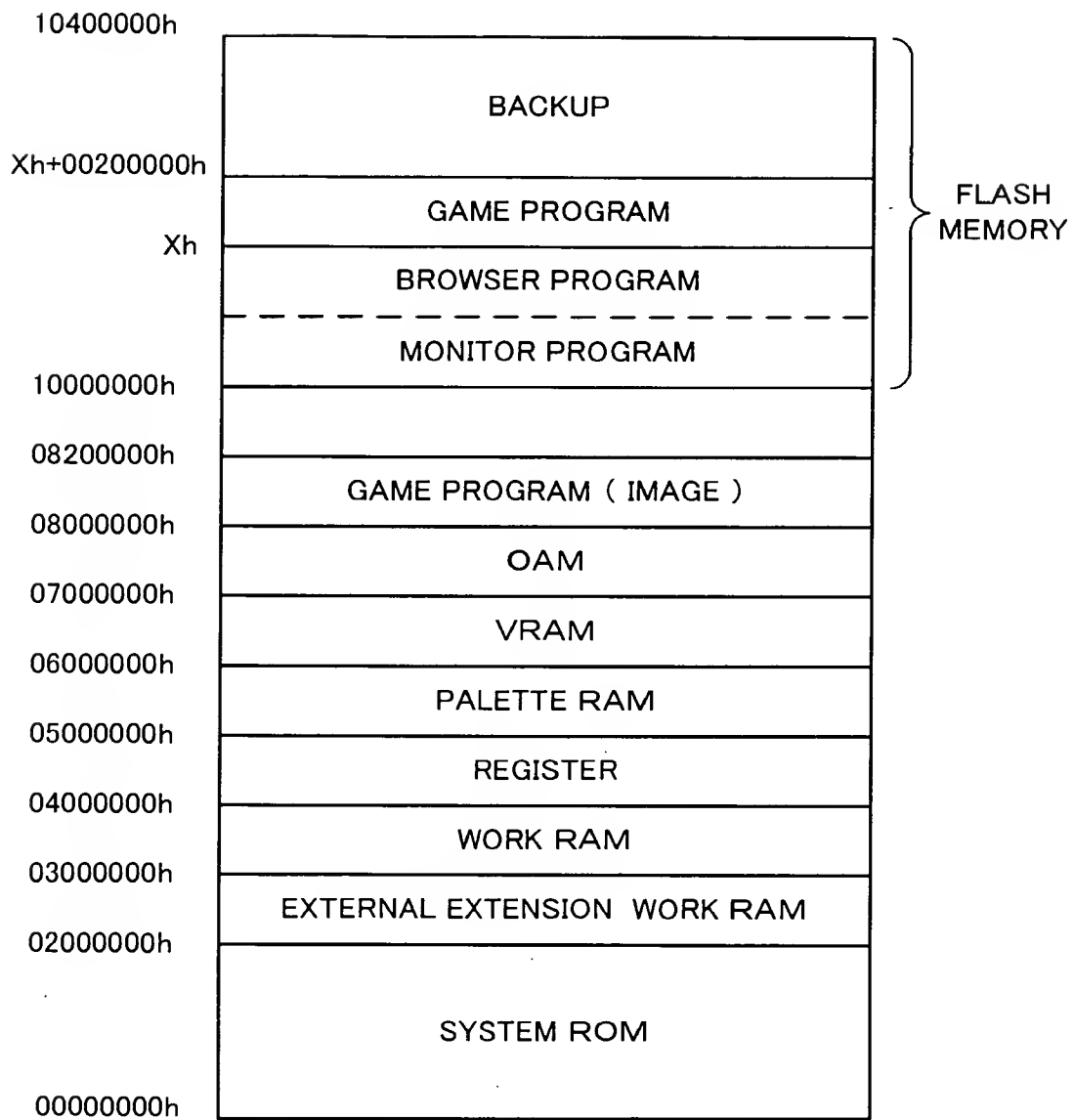


FIG.13

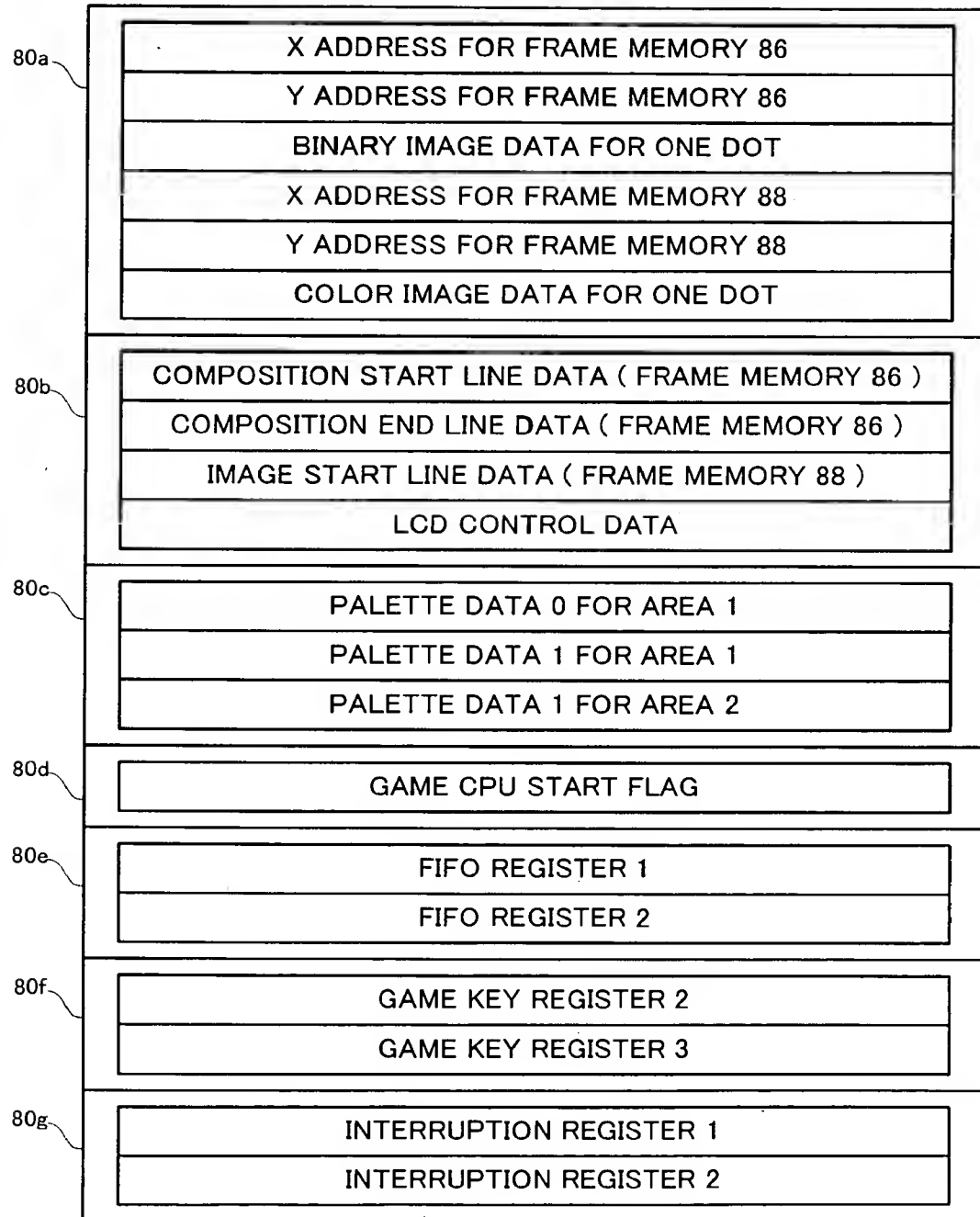


FIG.14

d07	d06	d05	d04	d03	d02	d01	d00
-	-	LCNT5	LCNT4	LCNT3	LCNT2	LCNT1	LCNT0

LCNT0: MODE SELECTION FLAG

0: PHONE

1: GAME

LCNT1: BINARY IMAGE OUTPUT CONTROL FLAG

0: INTERRUPTION

1: OUTPUT

LCNT2: COLOR IMAGE BLENDING CONTROL FLAG

0: NORMAL

1: BLENDING

LCNT4,3: COLOR IMAGE TONE CONTROL FLAG

00: INTERRUPTION

01: TONE DOWN

10: EQUALIZED TONE

11: TONE UP

LCNT5: LCD DISPLAY ON /OFF FLAG

0: DISPLAY ON

1: DISPLAY OFF

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FIG.15

GAME KEY REGISTER 1

d7	d6	d5	d4	d3	d2	d1	d0
K7	K6	K5	K4	K3	K2	K1	K0

K7: SELECT KEY
 K6: START KEY
 K5: CROSS KEY (RIGHT)
 K4: CROSS KEY (LEFT)
 K3: CROSS KEY (DOWN)
 K2: CROSS KEY (UP)
 K1: B BUTTON
 K0: A BUTTON

GAME KEY REGISTER 2

d7	d6	d5	d4	d3	d2	d1	d0
KI7	KI6	KI5	KI4	KI3	KI2	KI1	KI0

KI7: SELECT KEY
 KI6: START KEY
 KI5: CROSS KEY (RIGHT)
 KI4: CROSS KEY (LEFT)
 KI3: CROSS KEY (DOWN)
 KI2: CROSS KEY (UP)
 KI1: B BUTTON
 KI0: A BUTTON

GAME KEY REGISTER 3

d7	d6	d5	d4	d3	d2	d1	d0
KO7	KO6	KO5	KO4	KO3	KO2	KO1	KO0

KO7: SELECT KEY
 KO6: START KEY
 KO5: CROSS KEY (RIGHT)
 KO4: CROSS KEY (LEFT)
 KO3: CROSS KEY (DOWN)
 KO2: CROSS KEY (UP)
 KO1: B BUTTON
 KO0: A BUTTON

2021E0" E4646560

FIG.16

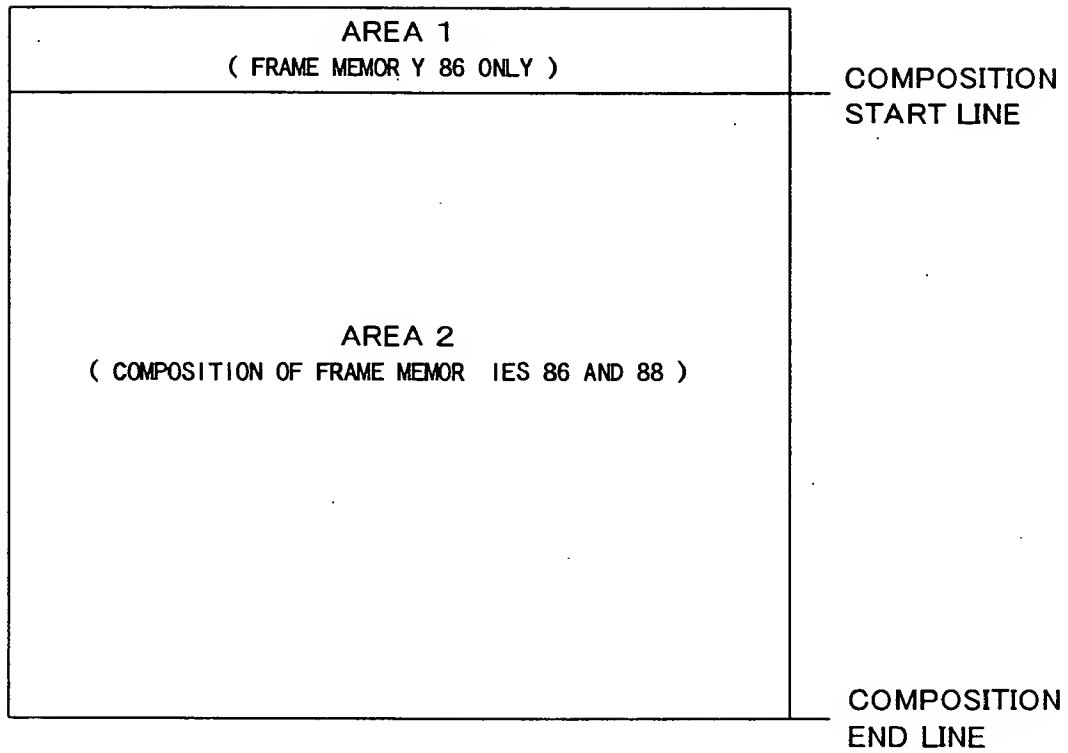


FIG.17

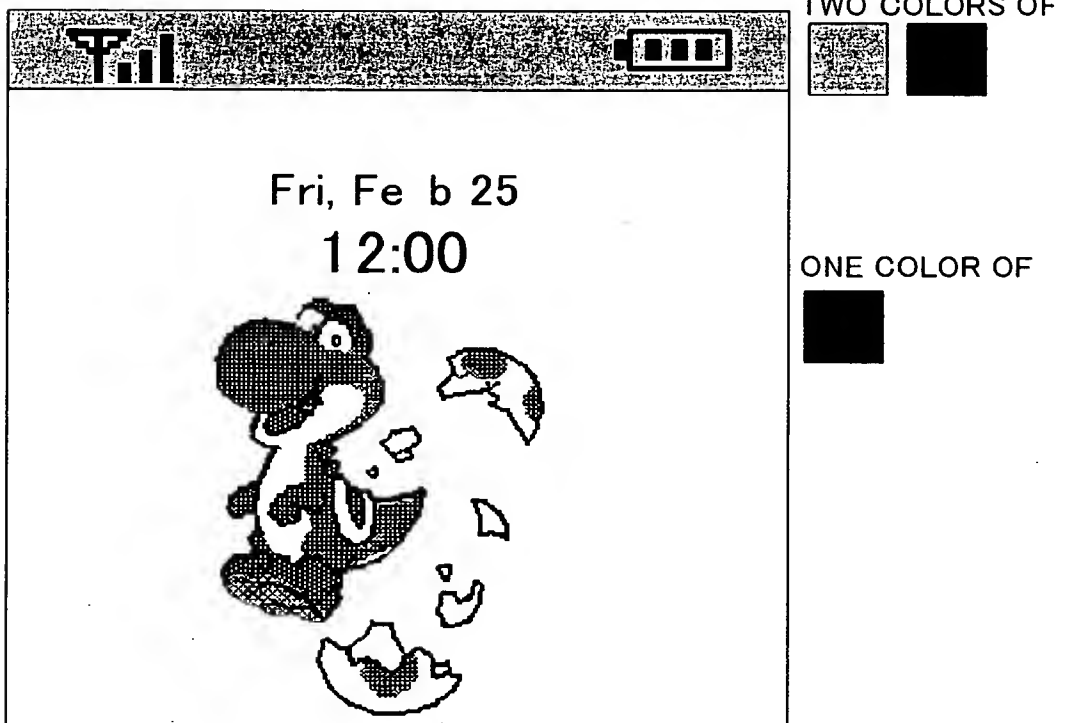


FIG.18

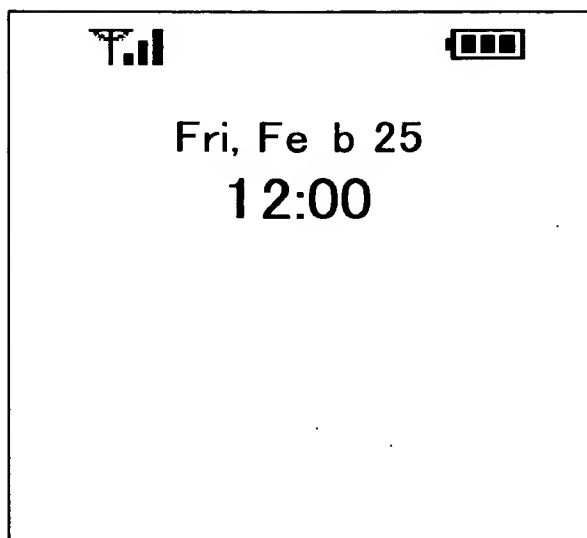


FIG.19

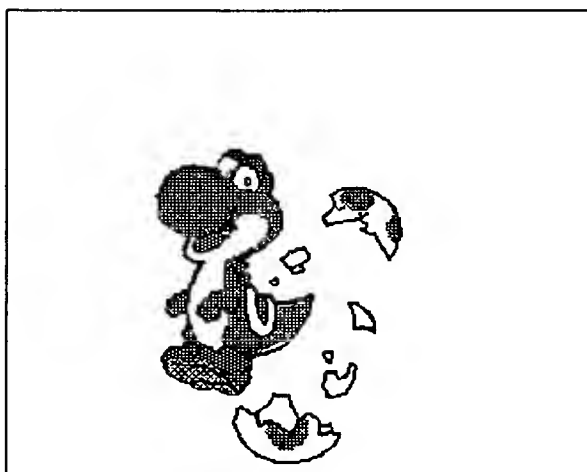


FIG.20

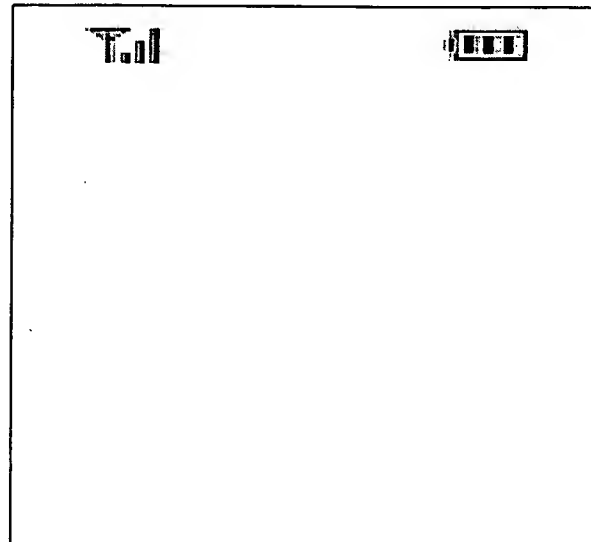


FIG.21

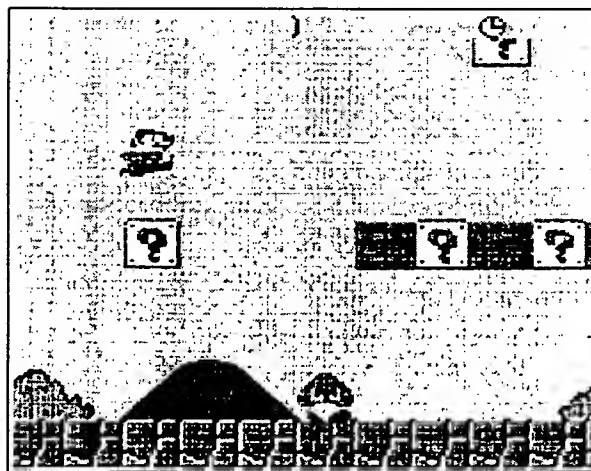


FIG.22

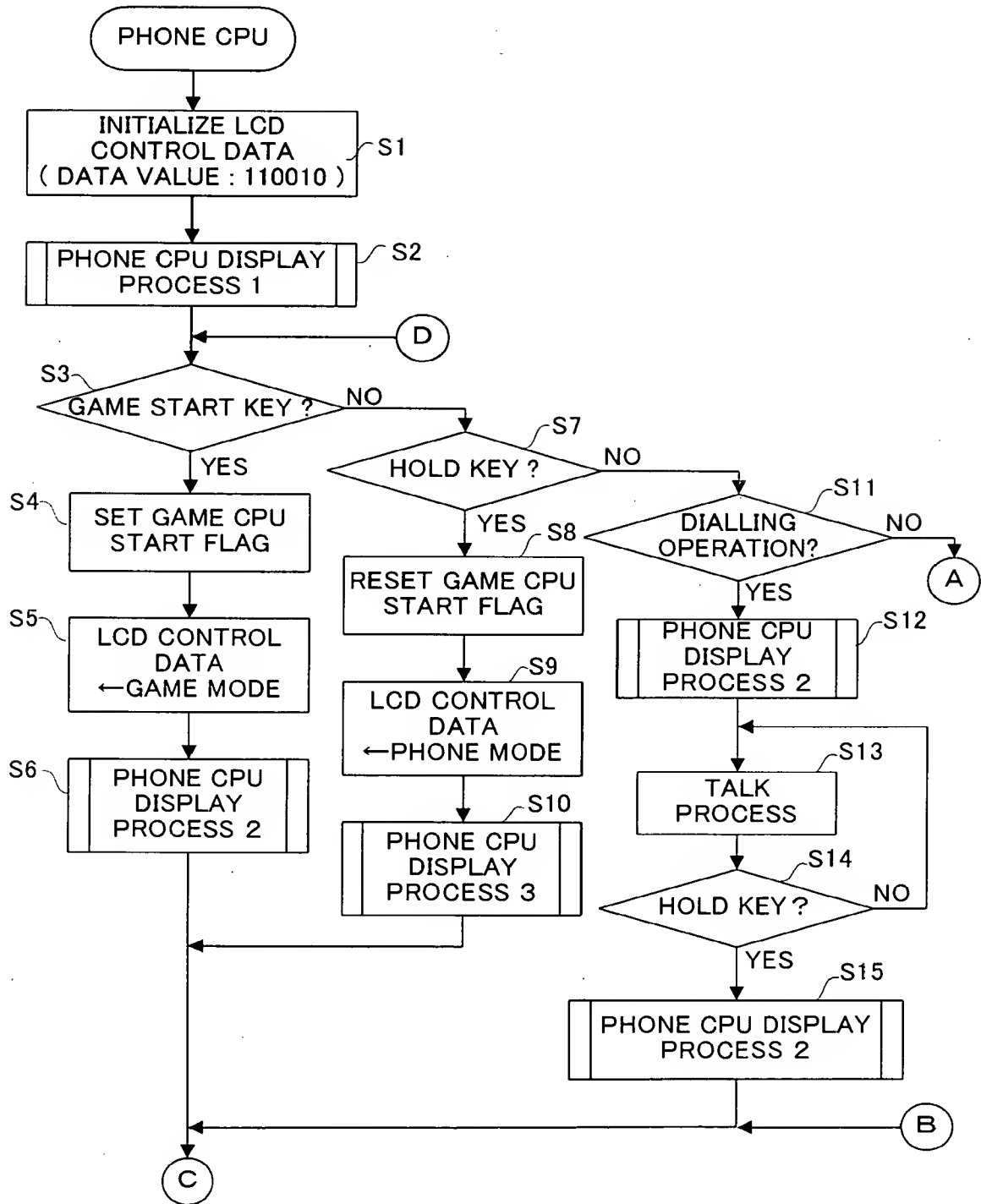


FIG.23

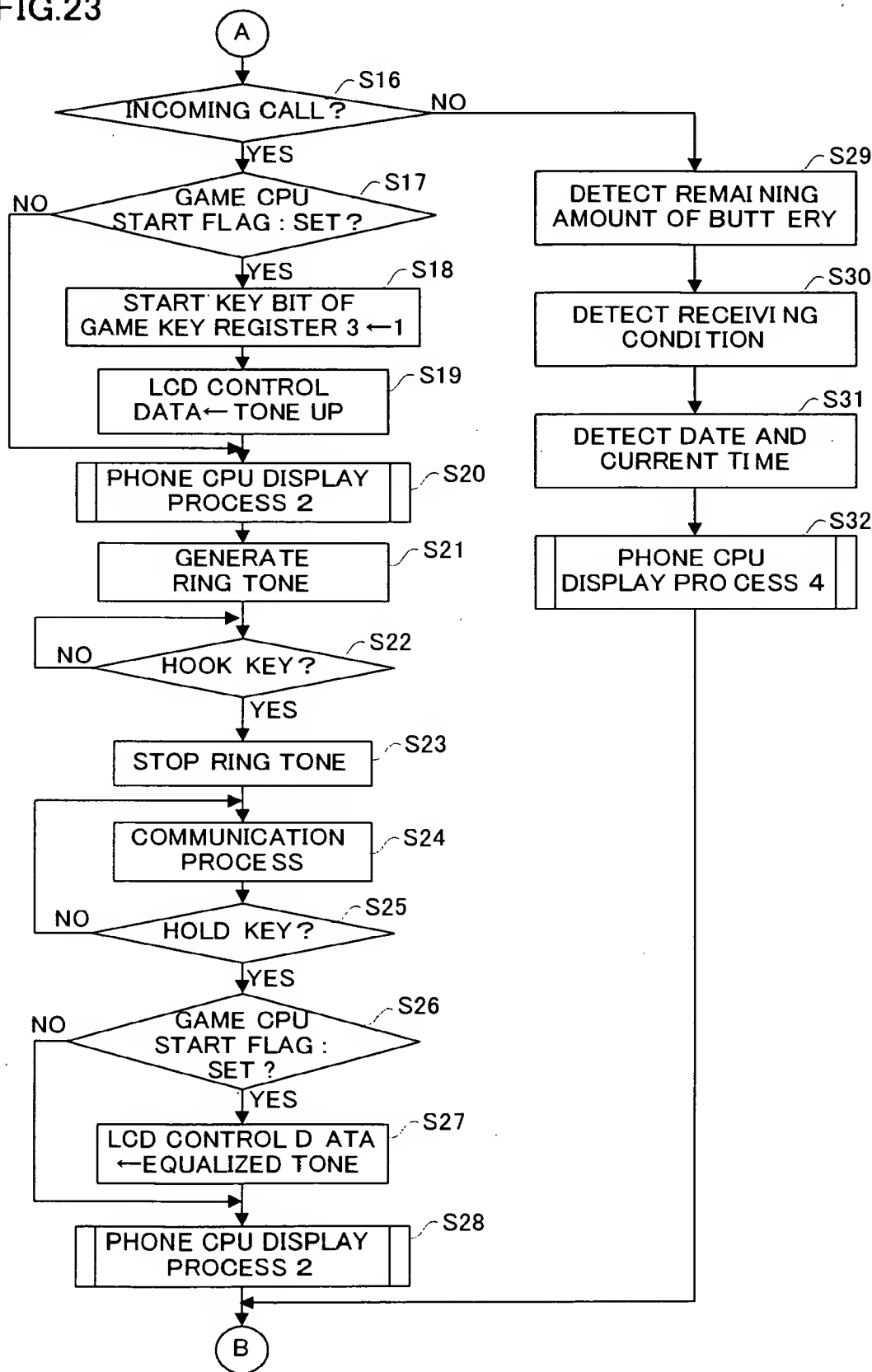


FIG.24

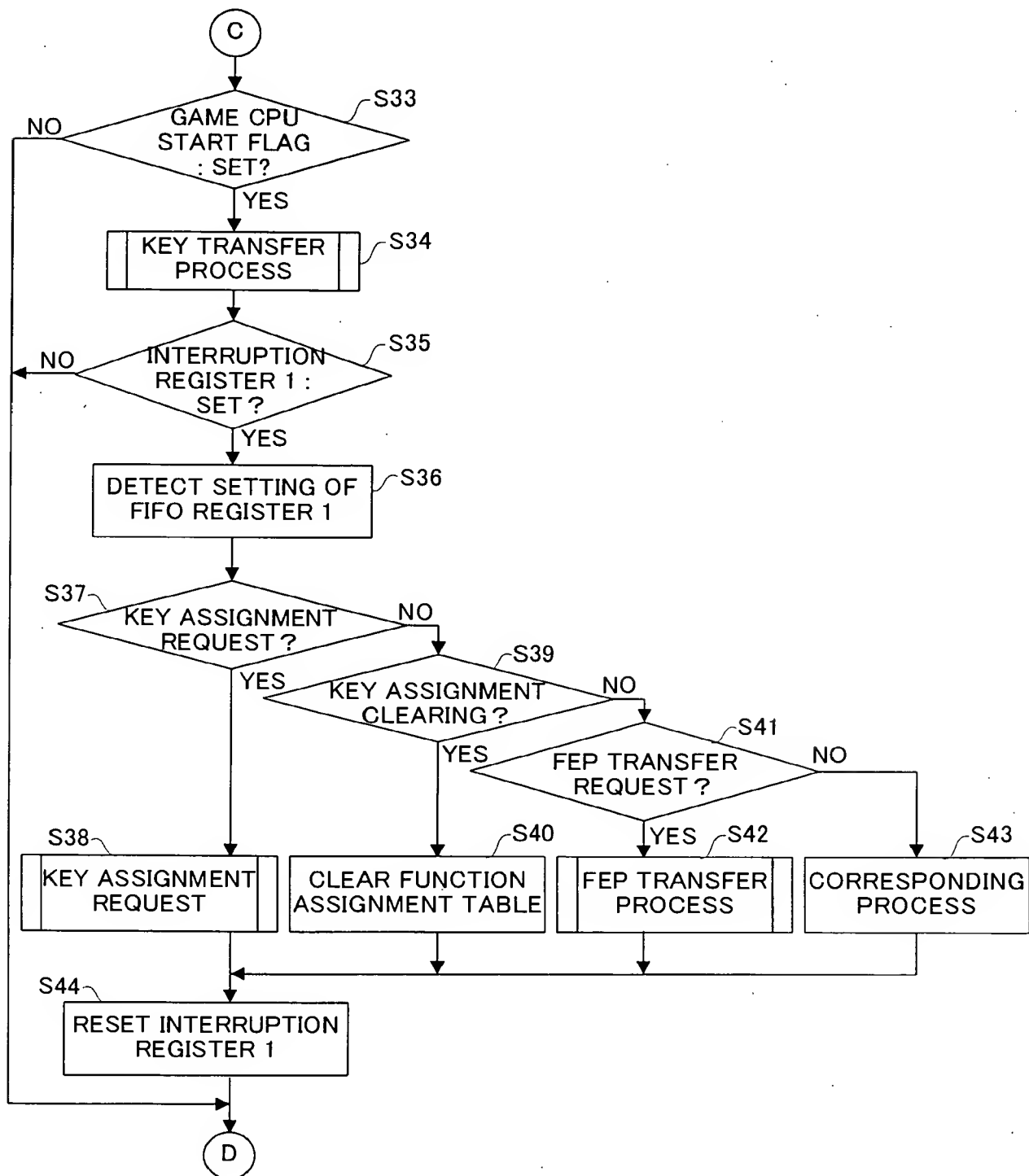


FIG.25

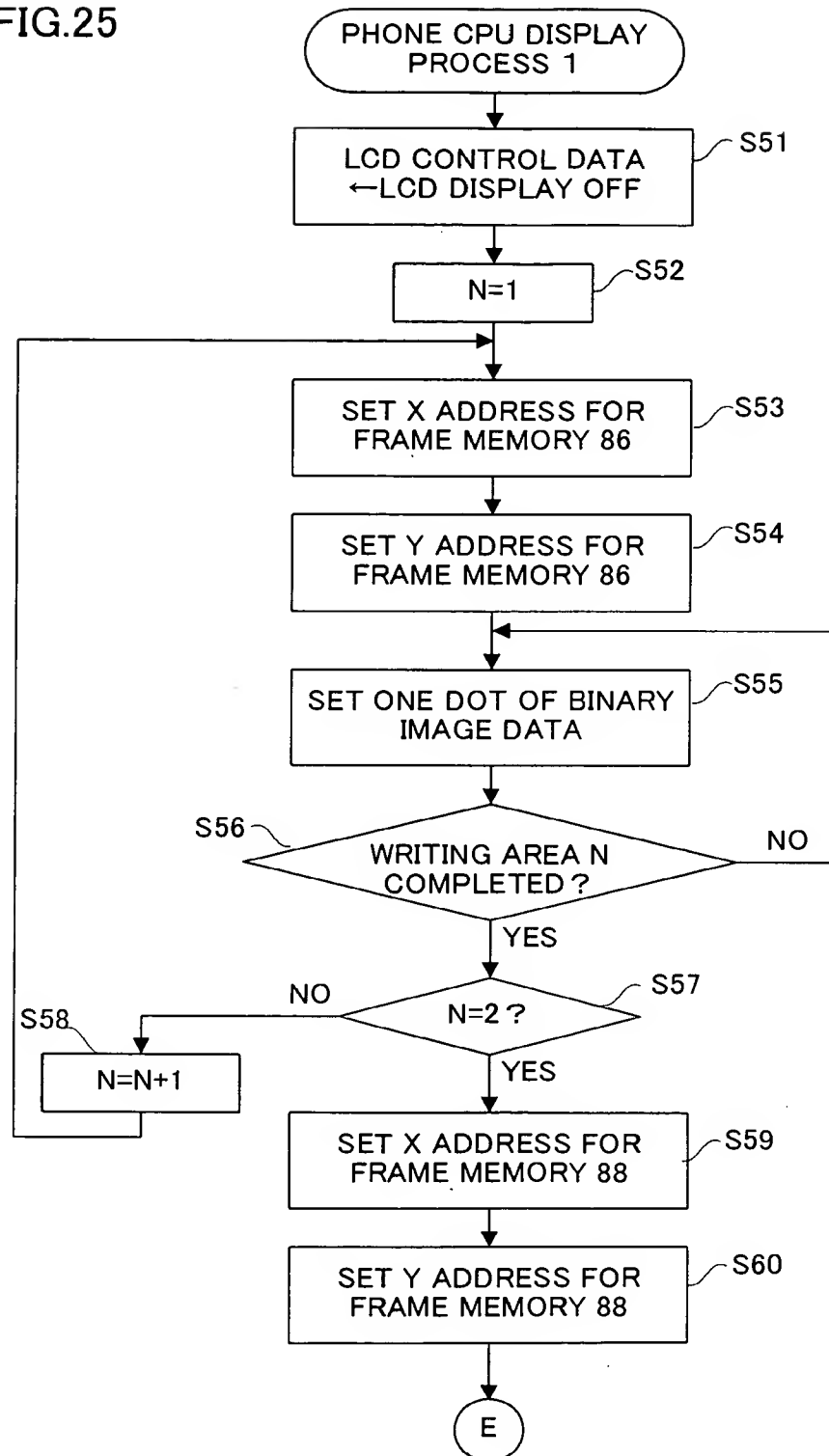


FIG.26

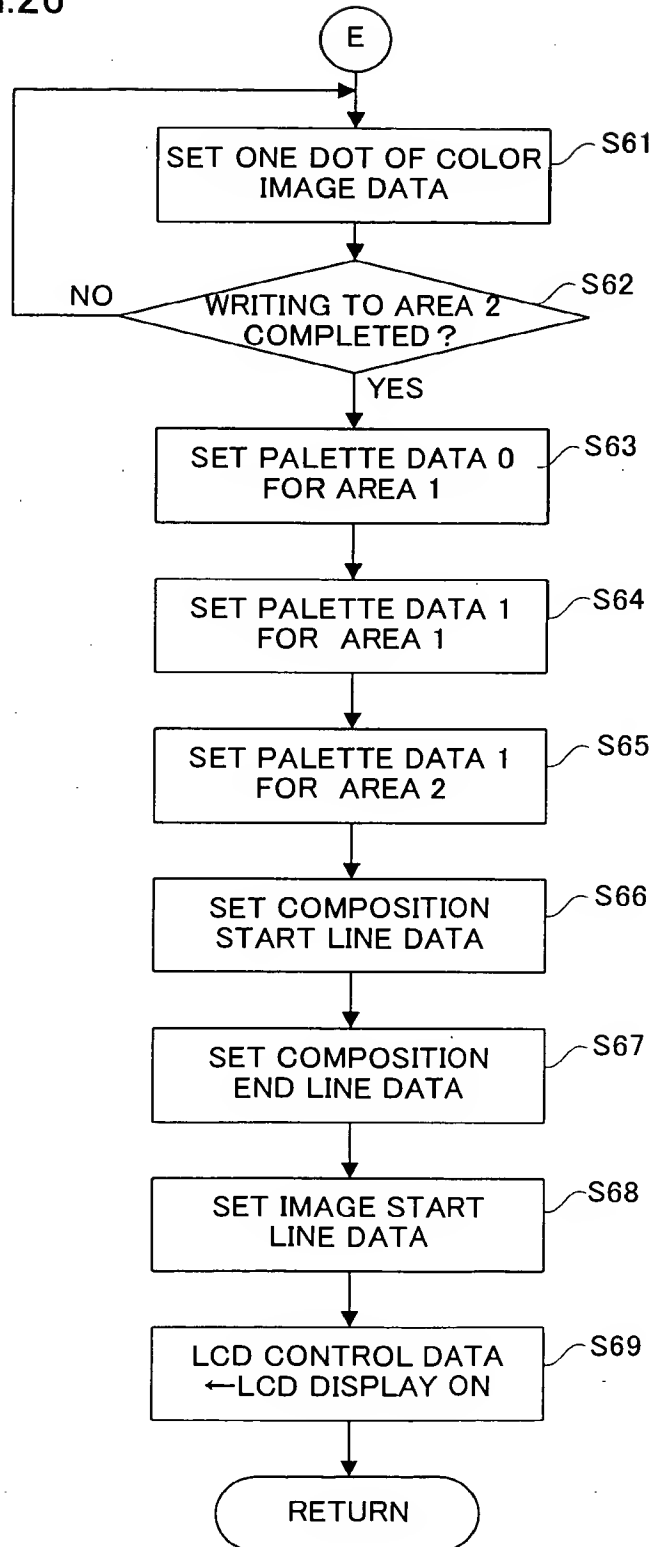


FIG.27

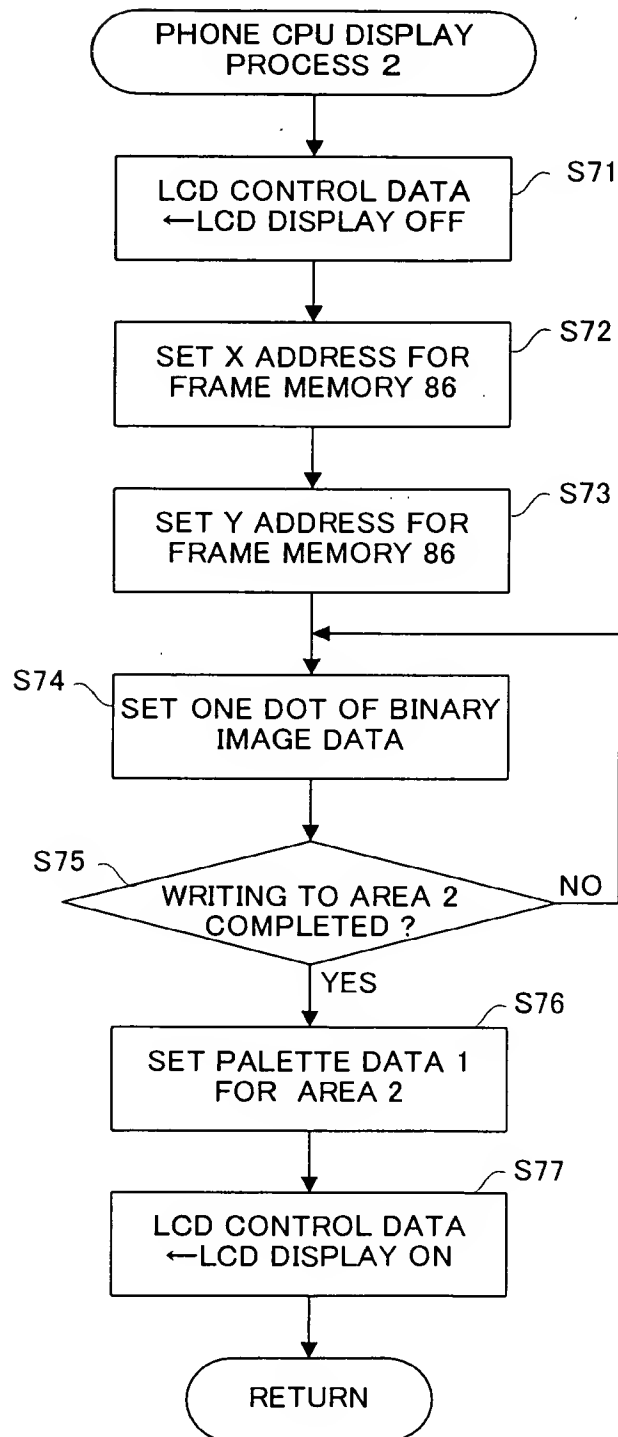


FIG.28

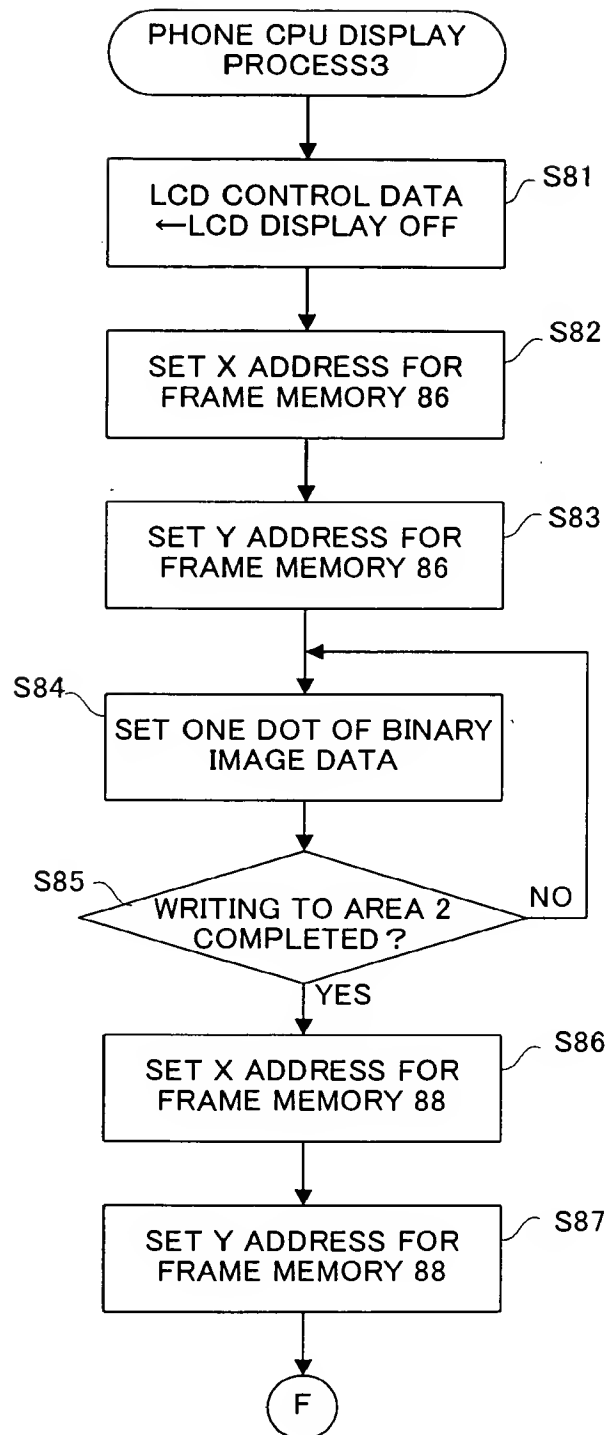
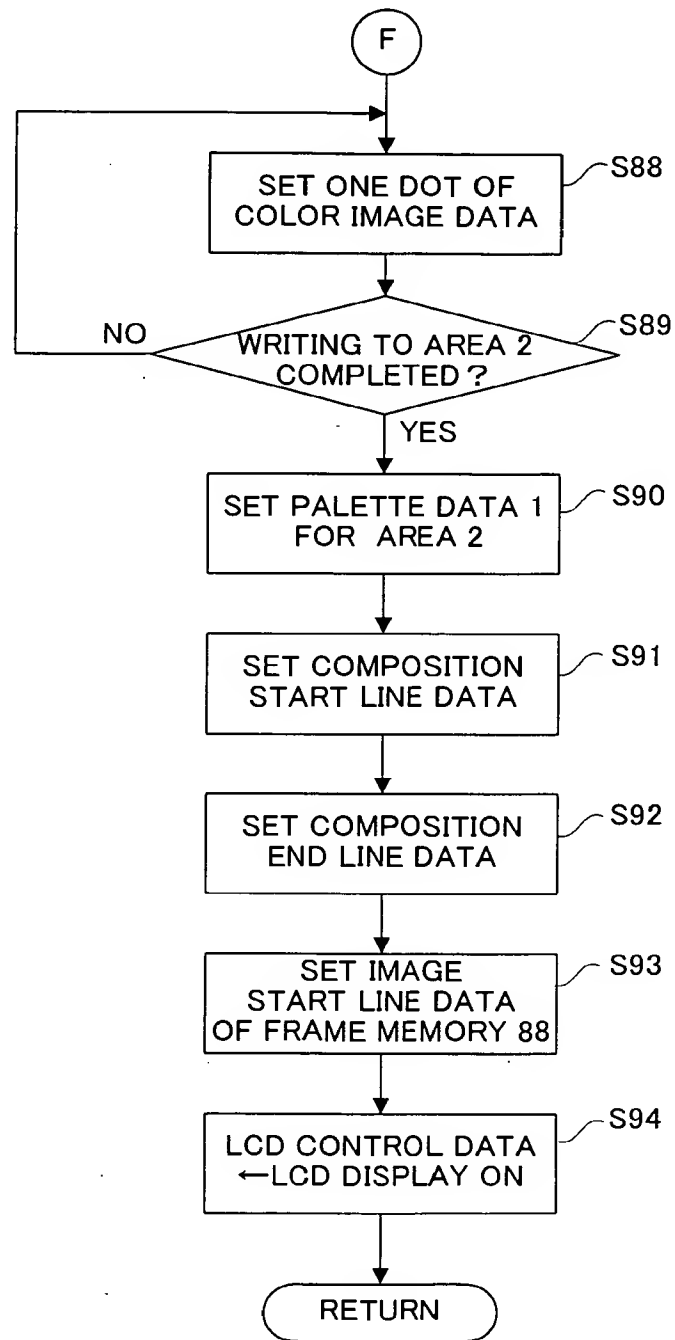
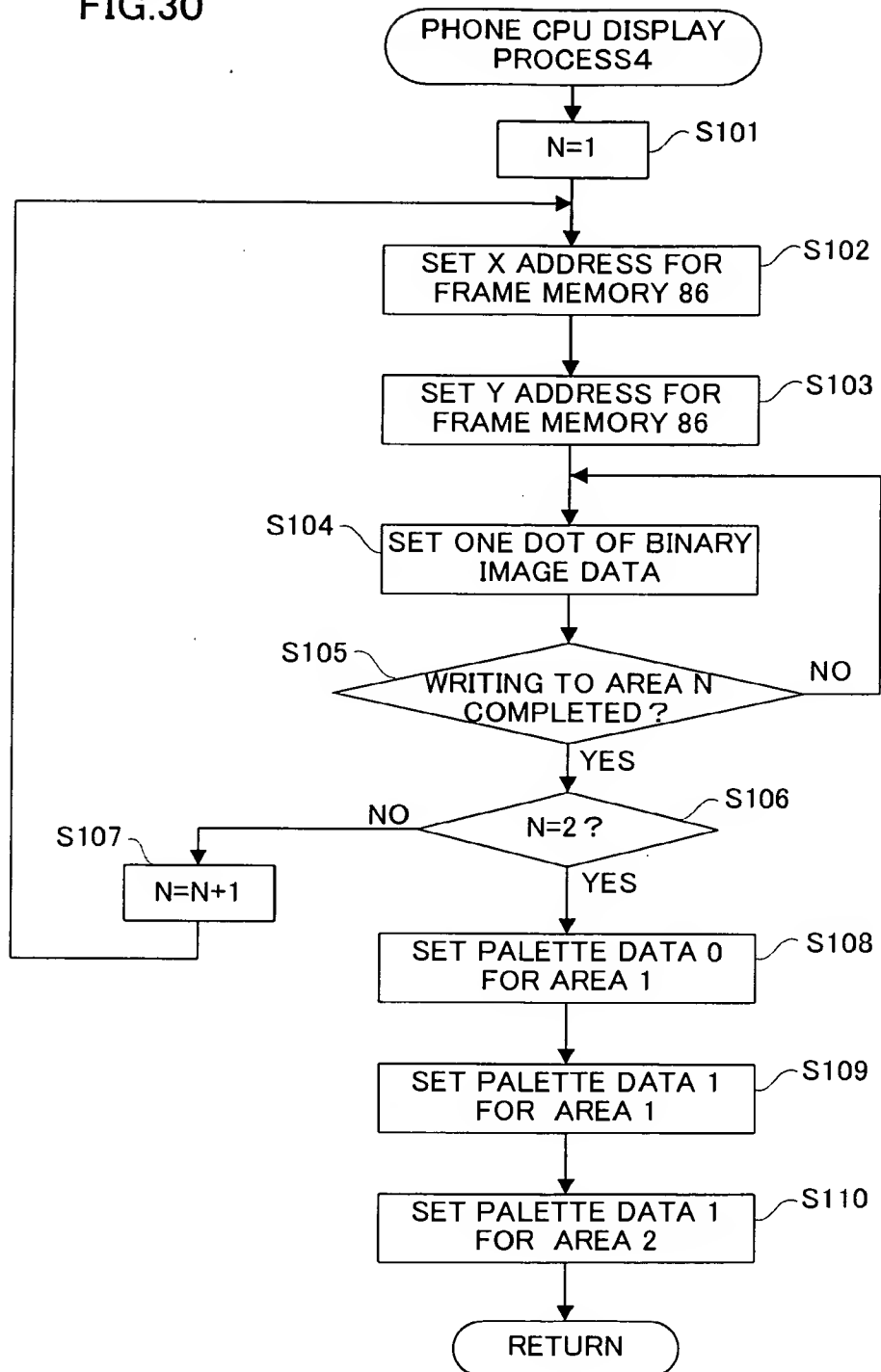


FIG.29



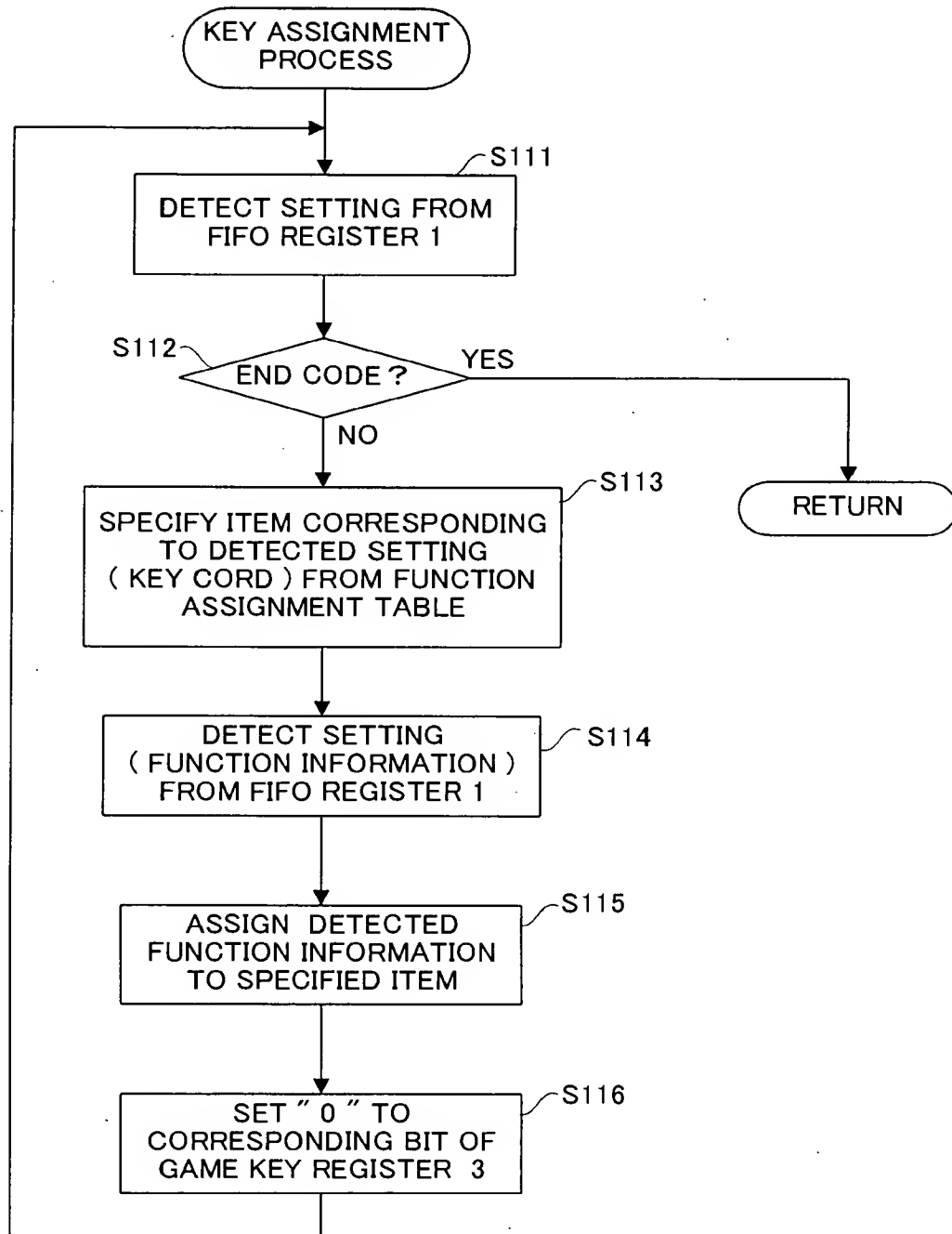
2027E0" E-16-16650

FIG.30



20250316-164656

FIG.31



20220415 031202

FIG.32

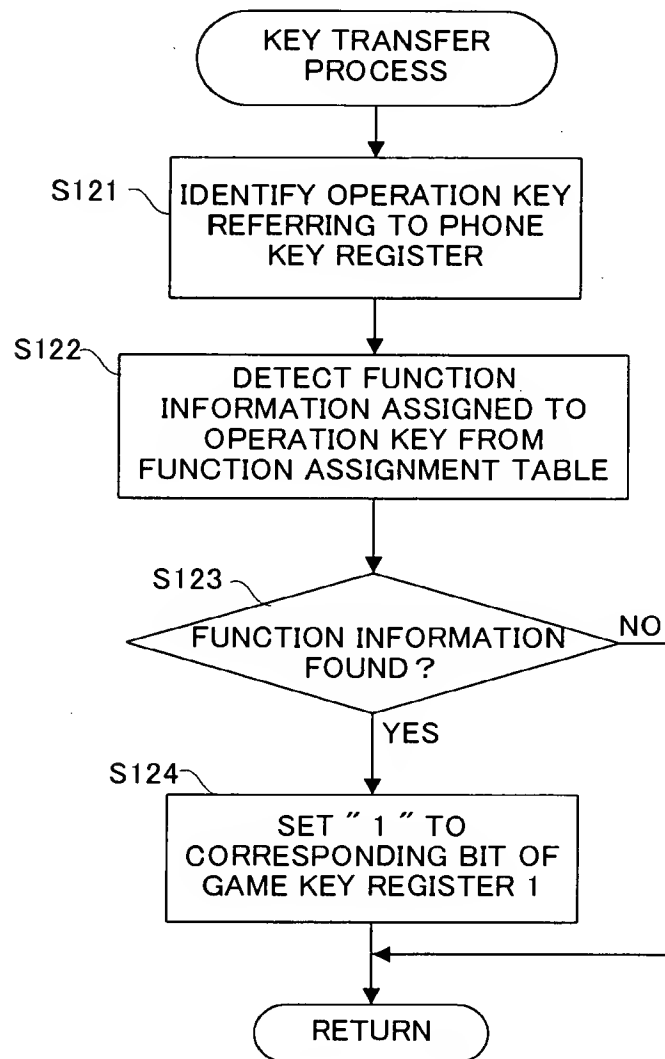
0000000000101001 : KEY ASSIGNMENT REQUEST
0000000000001010 : KEY CODE INDICATIVE OF 「#」
0000000010000000 : FUNCTION INFORMATION INDICATIVE OF SELECT
0000000000001011 : KEY CODE INDICATIVE OF 「*」
0000000001000000 : FUNCTION INFORMATION INDICATIVE OF START
0000000000000000 : END CODE

FIG.33

34a

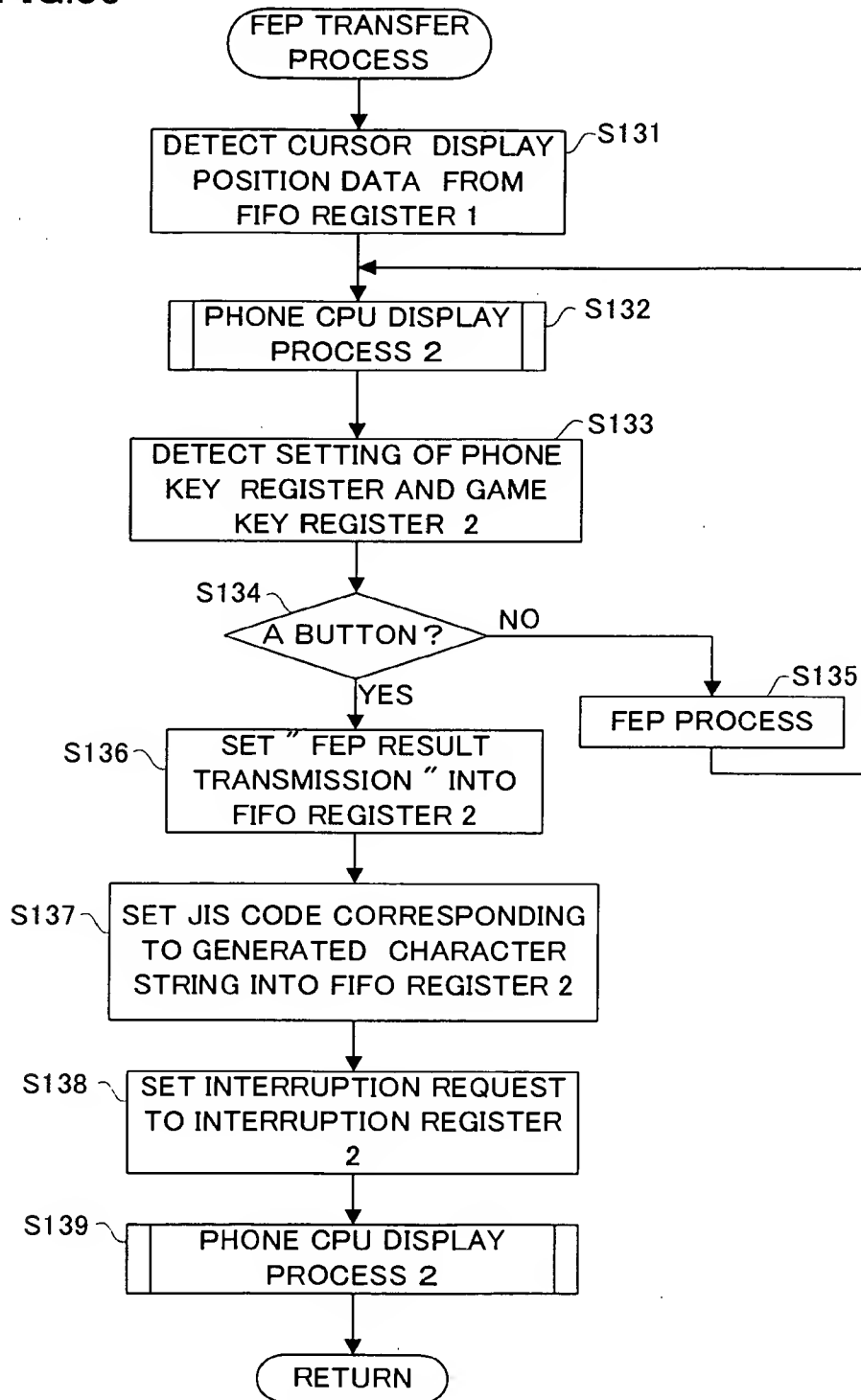
KEY	KEY CODE	FUNCTION INFORMATION
#	1010	SELECT
*	1011	START
0		
1		
2		
⋮	⋮	⋮
9		

FIG.34



2021031616560

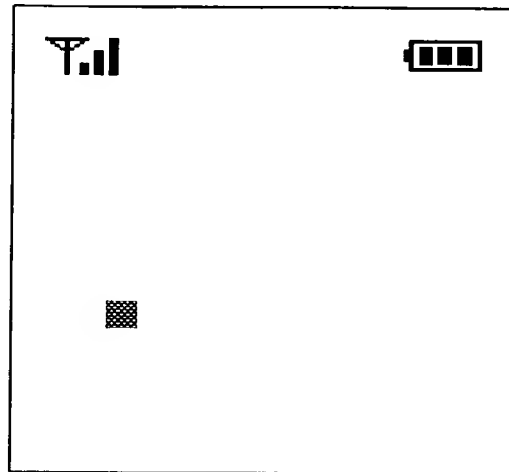
FIG.35



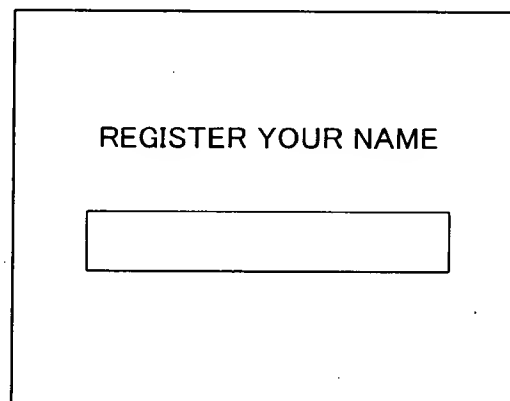
20210124-031202

FIG.36

(A)



(B)



(C)

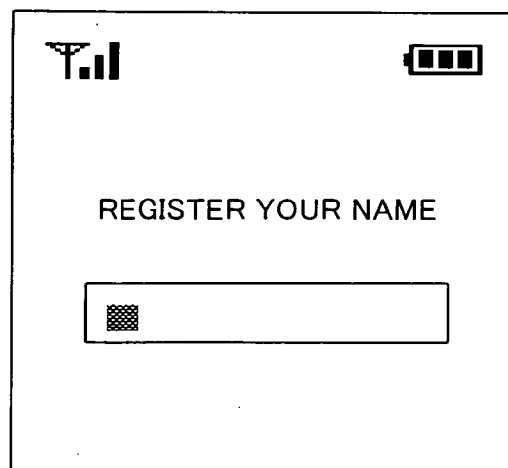
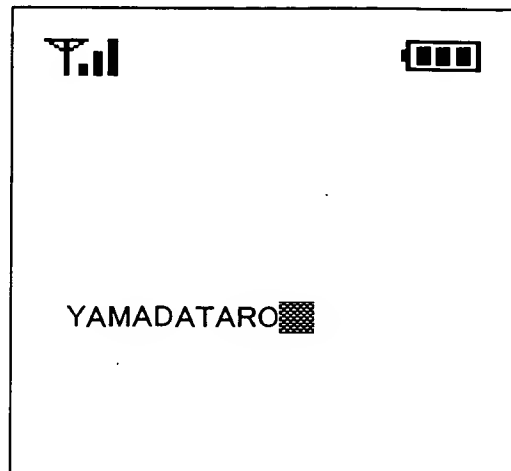
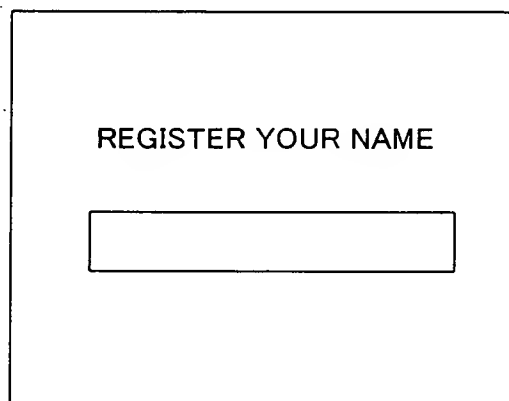


FIG.37 (A)



(B)



(C)

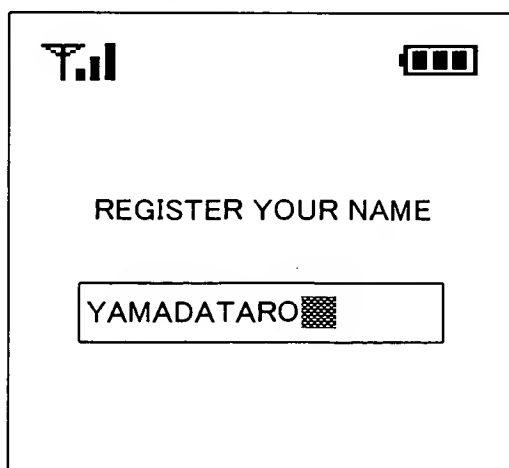
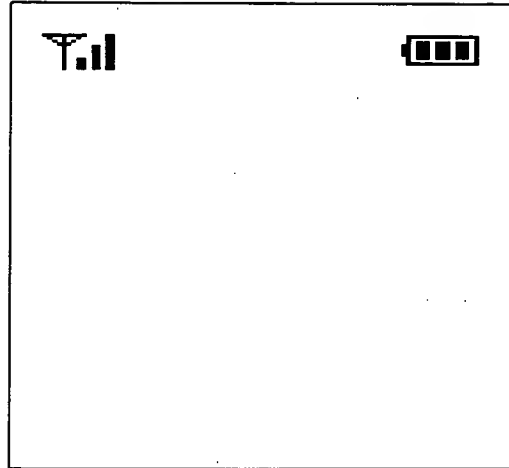
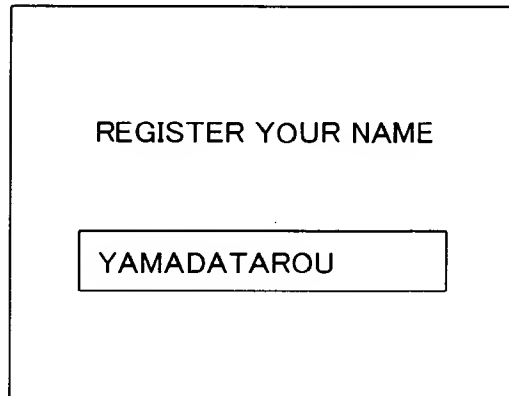


FIG.38

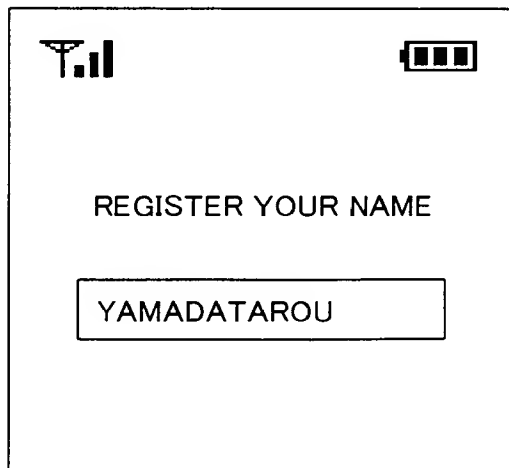
(A)



(B)

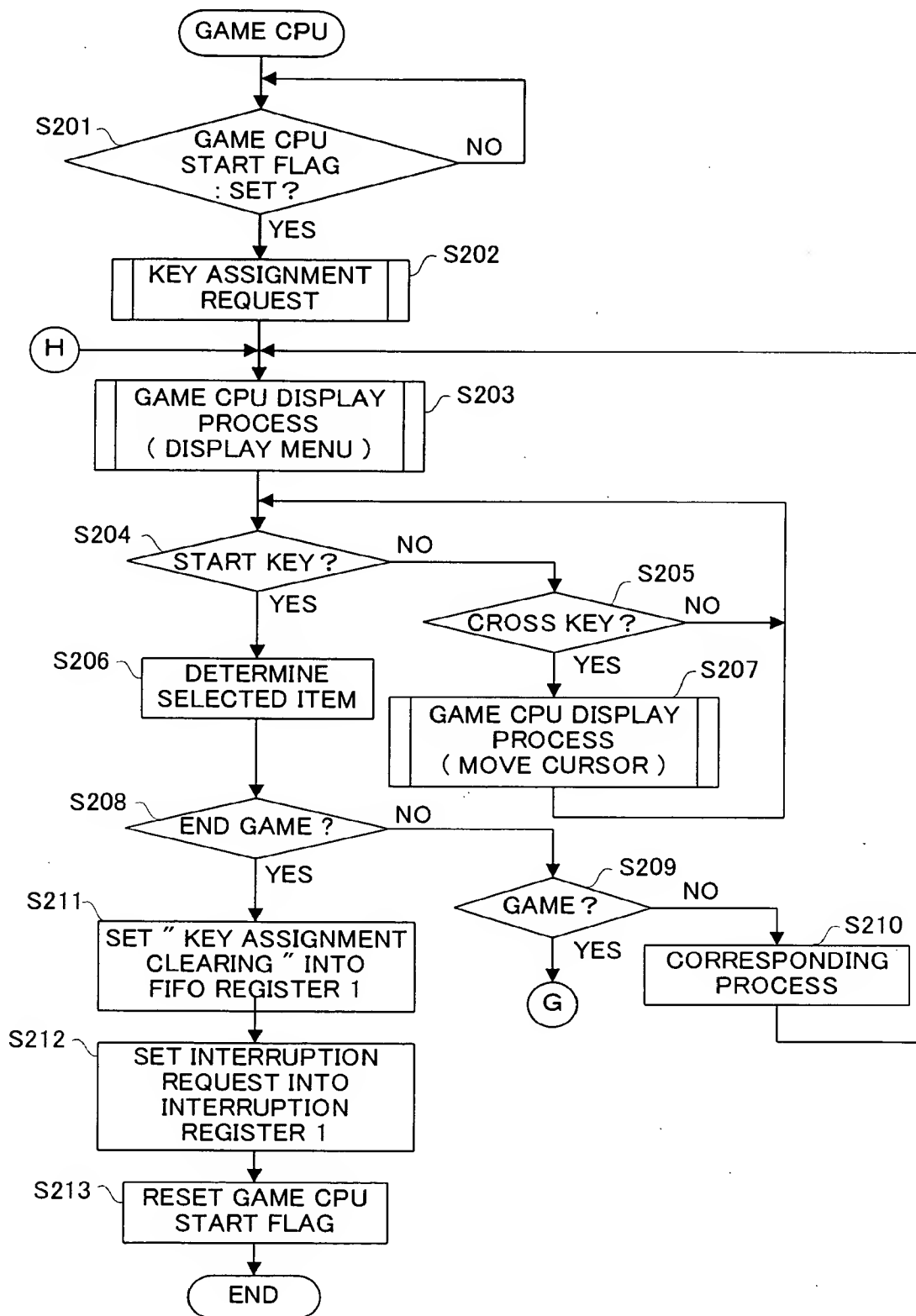


(C)



20250312 094943 E4646650

FIG.39



20250124 03:00

FIG.40

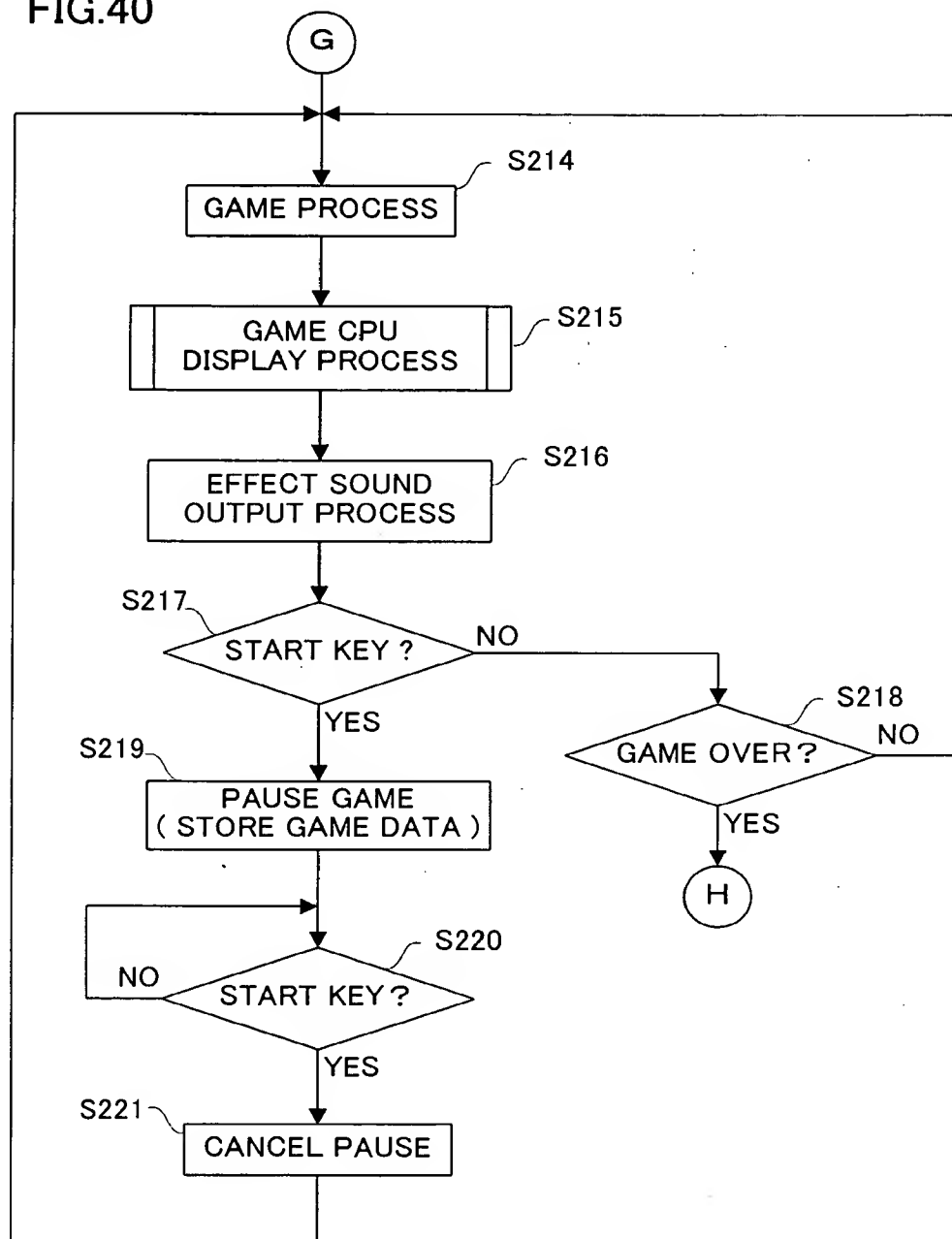
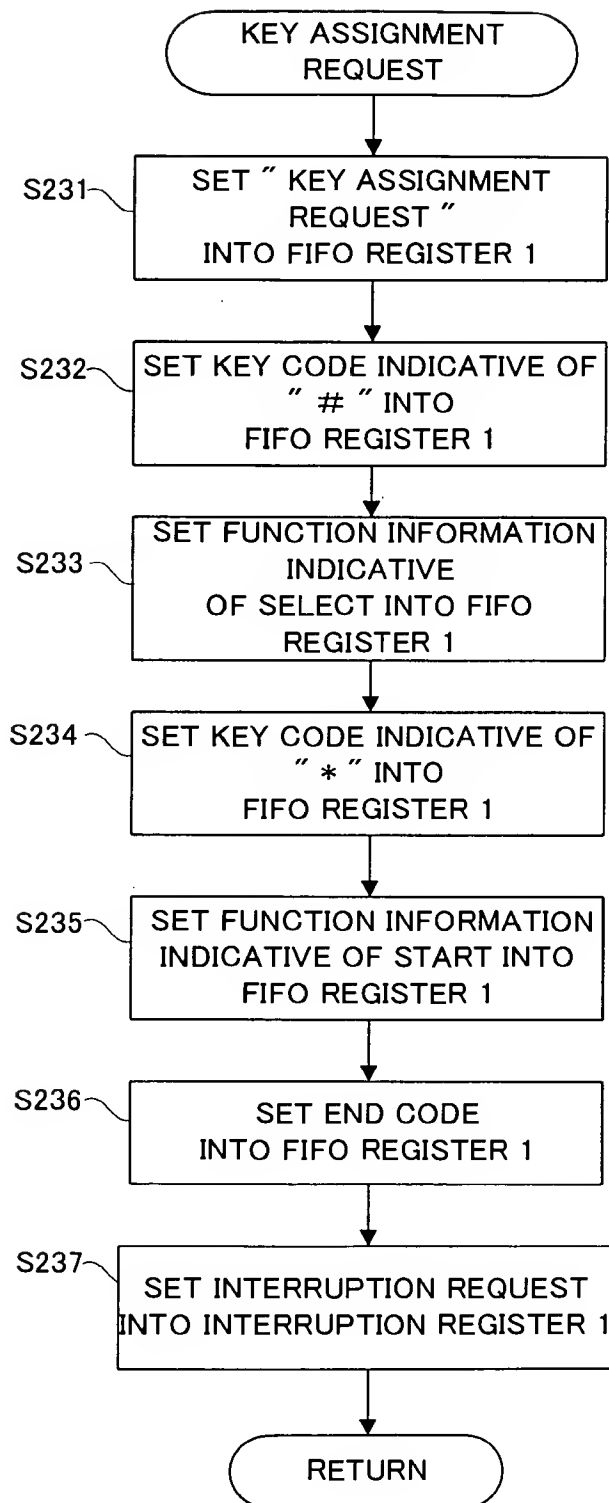
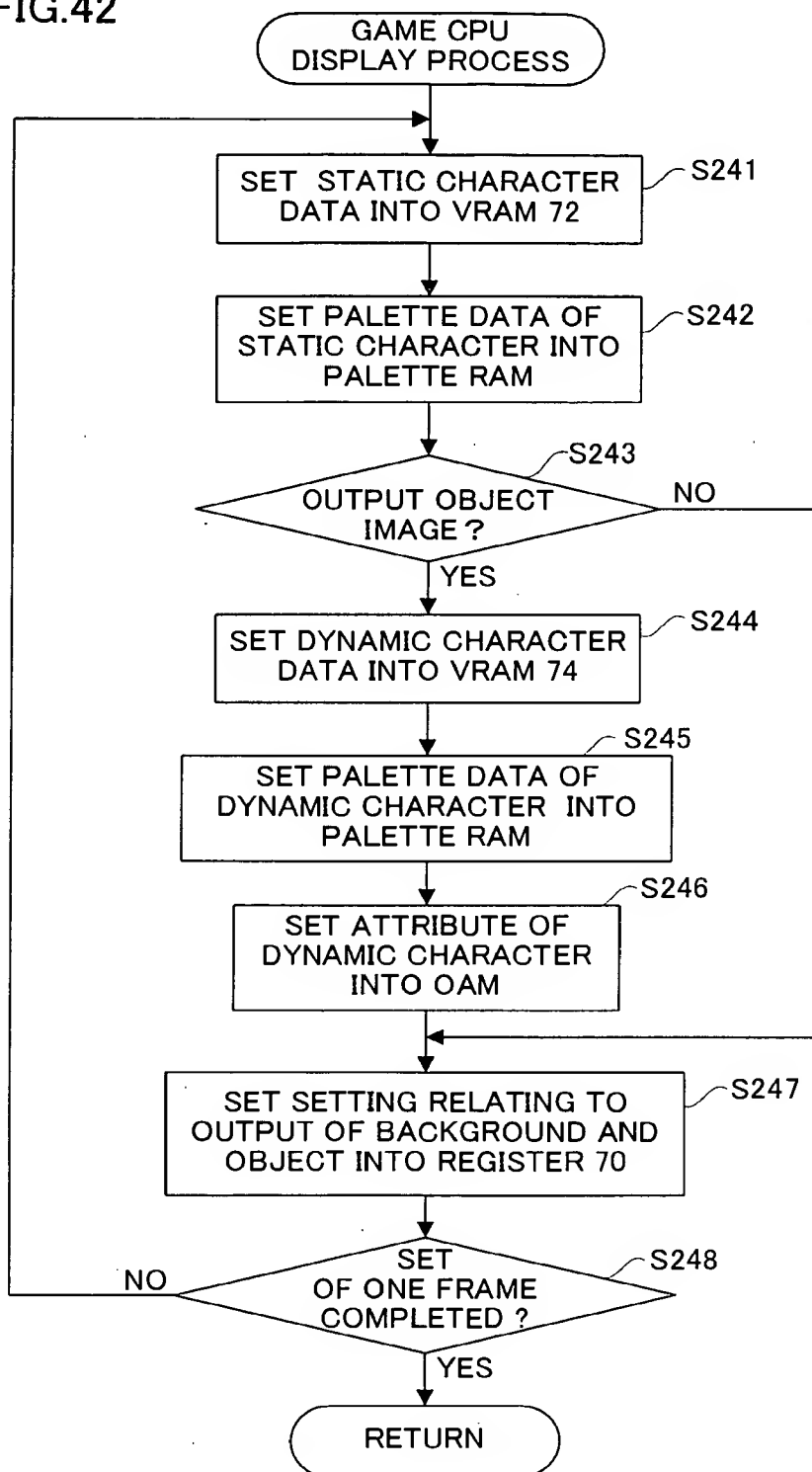


FIG.41



2025031616560

FIG.42



20270746560

FIG.43

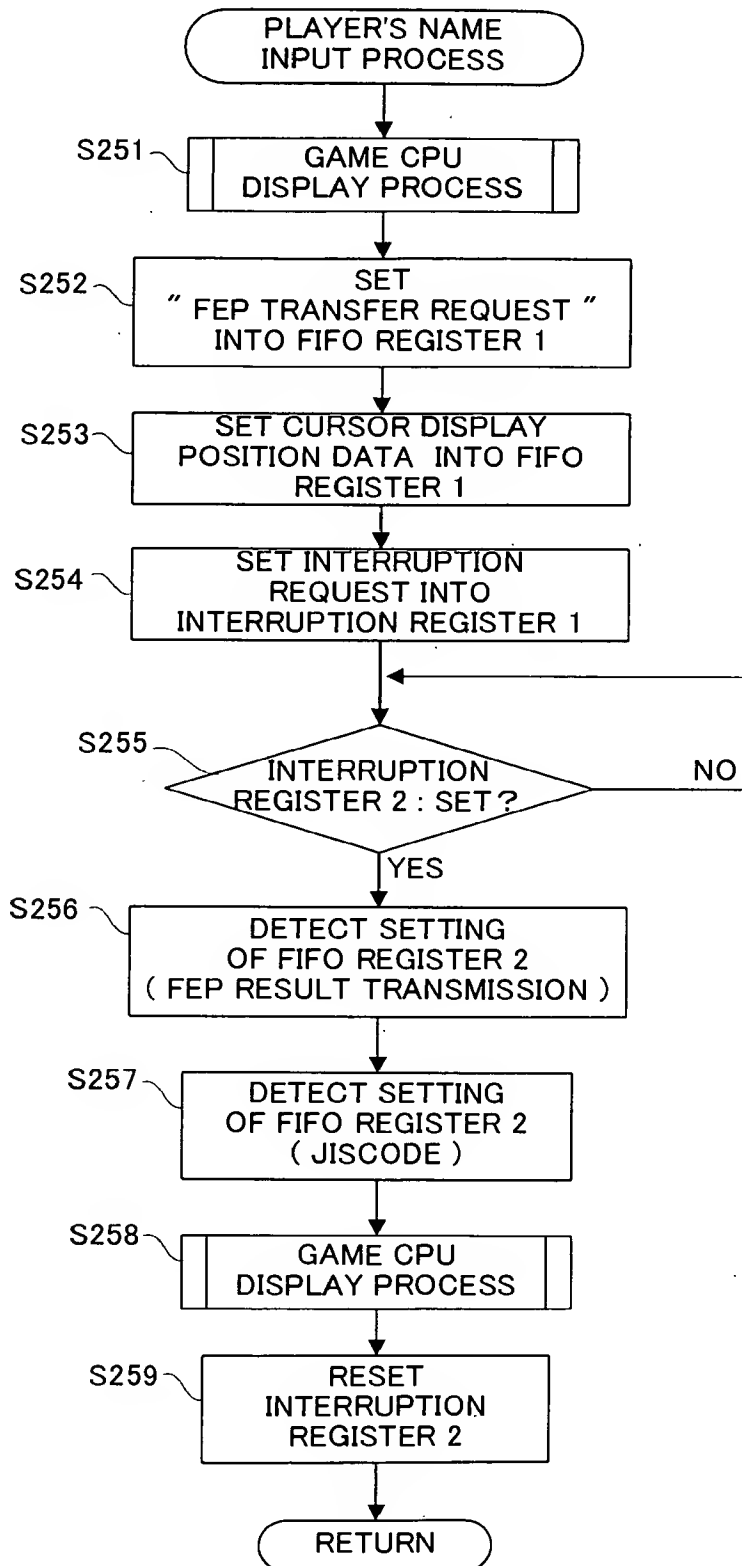


FIG.44

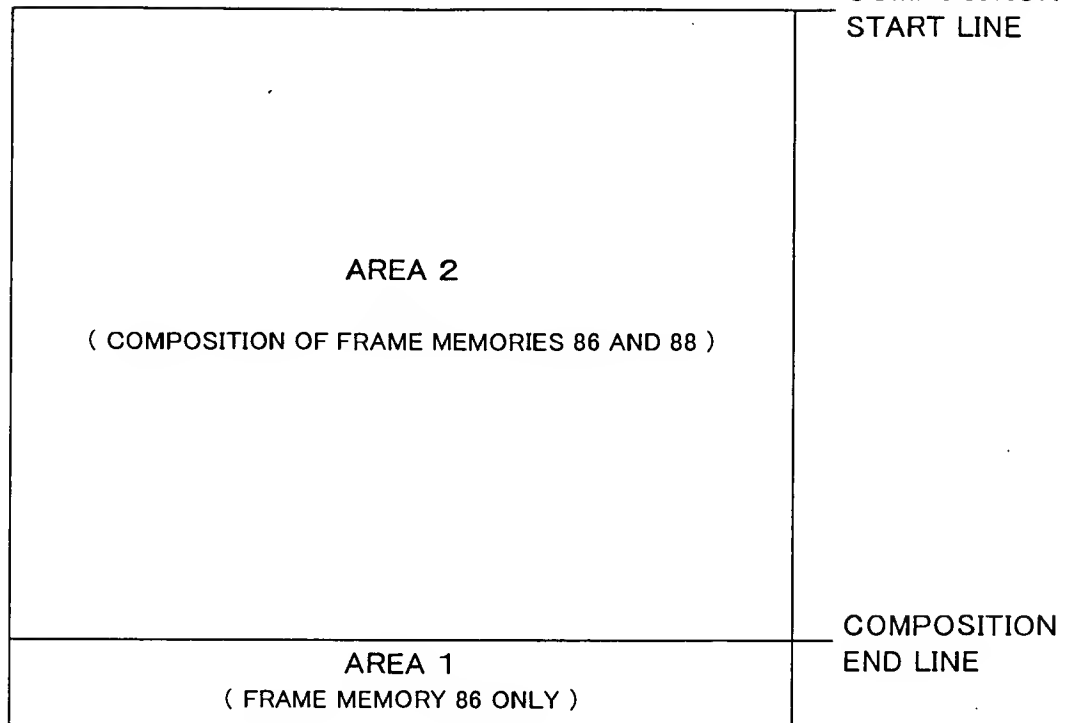


FIG.45

